

NEW HORIZON 6.2

NAME _____		Characteristics & Rolls		Hit Points																									
Race _____ Gender _____		STR _____ Effort roll _____ %	Major Wound _____																										
Birthplace _____ Grav. field _____		CON _____ Stamina roll _____ %	DEAD (— _____)																										
Age _____ Height _____ Weight _____		SIZ _____ Damage Bonus _____	0 01 02 03 04 05																										
Profession _____ Wealth _____		INT _____ Idea roll _____ %	06 07 08 09 10 11																										
Employee _____ Rank _____		POW _____ Intuition roll _____ %	12 13 14 15 16 17																										
INSANITIES Temp. Insane _____ Indef. Insane _____		DEX _____ Agility roll _____ %	18 19 20 21 22 23																										
CORRUPTION _____ % Traits _____		APP _____ Charisma roll _____ %	24 25 26 27 28 29																										
PLAYER _____		BRA _____ Fortitude roll _____ %	30 31 32 33 34 35																										
		MOV _____	36 37 38 39 40 41																										
Skills																													
Combat bonus (____) _____		Mental bonus (____) _____	Perception bonus (____) _____																										
<input type="checkbox"/> Airborne Assault (01%) _____ %		<input type="checkbox"/> Administration (10%) _____ %	<input type="checkbox"/> Alertness (10%) _____ %																										
<input type="checkbox"/> Brawl (25%) _____ %		<input type="checkbox"/> Appraise (15%) _____ %	<input type="checkbox"/> Alien Environments (01%) _____ %																										
<input type="checkbox"/> Garrote (15%) _____ %		<input type="checkbox"/> Anthropology (05%) _____ %	<input type="checkbox"/> Insight – psychology (05%) _____ %																										
<input type="checkbox"/> Gunnery (05%) _____ %		<input type="checkbox"/> Archaeology (05%) _____ %	<input type="checkbox"/> Listen (25%) _____ %																										
<input type="checkbox"/> Heavy Weapon _____ %		<input type="checkbox"/> Astrogation (00%) _____ %	<input type="checkbox"/> Orientation (10%) _____ %																										
<input type="checkbox"/> Martial Arts (01%) _____ %		<input type="checkbox"/> Astronomy (05%) _____ %	<input type="checkbox"/> Read Lips (01%) _____ %																										
<input type="checkbox"/> Powered Armour (00%) _____ %		<input type="checkbox"/> Biochemistry (05%) _____ %	<input type="checkbox"/> Recon (10%) _____ %																										
<input type="checkbox"/> Street Combat (05%) _____ %		<input type="checkbox"/> Biology (05%) _____ %	<input type="checkbox"/> Research (25%) _____ %																										
<input type="checkbox"/> Zero G Combat (00%) _____ %		<input type="checkbox"/> Chemistry (05%) _____ %	<input type="checkbox"/> Spot (25%) _____ %																										
Communication bonus (____) _____		<input type="checkbox"/> Computer Operation (05%) _____ %	<input type="checkbox"/> Survival (05%) _____ %																										
<input type="checkbox"/> Bargain (05%) _____ %		<input type="checkbox"/> Computer Program. (05%) _____ %	<input type="checkbox"/> Track (10%) _____ %																										
<input type="checkbox"/> Bribery (05%) _____ %		<input type="checkbox"/> Computer Security (05%) _____ %	Physical bonus (____) _____																										
<input type="checkbox"/> Command (05%) _____ %		<input type="checkbox"/> Data Analysis (05%) _____ %	<input type="checkbox"/> Climb (40%) _____ %																										
<input type="checkbox"/> Disguise (01%) _____ %		<input type="checkbox"/> Field Fortifications (10%) _____ %	<input type="checkbox"/> Combat Helicopter Pilot (00%) _____ %																										
<input type="checkbox"/> FastTalk (05%) _____ %		<input type="checkbox"/> First Aid (30%) _____ %	<input type="checkbox"/> Combat Driver (01%) _____ %																										
<input type="checkbox"/> Intimidation (10%) _____ %		<input type="checkbox"/> Forbidden Science (00%) _____ %	<input type="checkbox"/> Combat Pilot (Atm.) (00%) _____ %																										
<input type="checkbox"/> Persuade (05%) _____ %		<input type="checkbox"/> Geology (01%) _____ %	<input type="checkbox"/> Contragravity Harness (00%) _____ %																										
<input type="checkbox"/> Seduction (10%) _____ %		<input type="checkbox"/> Hyper-Dim. Physics (00%) _____ %	<input type="checkbox"/> Dodge (DEX x2) _____ %																										
<input type="checkbox"/> Status (15%) _____ %		<input type="checkbox"/> Law (05%) _____ %	<input type="checkbox"/> Drive (_____) _____ %																										
<input type="checkbox"/> Torture (15%) _____ %		<input type="checkbox"/> Medicine (05%) _____ %	<input type="checkbox"/> EVA (05%) _____ %																										
Manipulation bonus (____) _____		<input type="checkbox"/> Occult (05%) _____ %	<input type="checkbox"/> Freerunning (05%) _____ %																										
<input type="checkbox"/> Armoury (01%) _____ %		<input type="checkbox"/> Other Language (01%) _____ %	<input type="checkbox"/> Hide (10%) _____ %																										
<input type="checkbox"/> Combat Engineering (00%) _____ %		<input type="checkbox"/> Planetary Engineering (05%) _____ %	<input type="checkbox"/> Jump (25%) _____ %																										
<input type="checkbox"/> Conceal (15%) _____ %		<input type="checkbox"/> Physics (05%) _____ %	<input type="checkbox"/> Jump Belt (00%) _____ %																										
<input type="checkbox"/> Demolition (01%) _____ %		<input type="checkbox"/> Psychotherapy (01%) _____ %	<input type="checkbox"/> Low/Zero Gravity Ops (10%) _____ %																										
<input type="checkbox"/> Electronics Comm. (05%) _____ %		<input type="checkbox"/> Stardrive Engineering (00%) _____ %	<input type="checkbox"/> Marine Craft (10%) _____ %																										
<input type="checkbox"/> Electronics ECM (01%) _____ %		<input type="checkbox"/> Starship Battle (00%) _____ %	<input type="checkbox"/> Parachute Assault (00%) _____ %																										
<input type="checkbox"/> Electronics Systems (01%) _____ %		<input type="checkbox"/> Strategy (01%) _____ %	<input type="checkbox"/> Pilot Atmospheric (00%) _____ %																										
<input type="checkbox"/> Fine Manipulation (05%) _____ %		<input type="checkbox"/> Streetwise (05%) _____ %	<input type="checkbox"/> Pilot Aerospace (00%) _____ %																										
<input type="checkbox"/> Forensics (00%) _____ %		<input type="checkbox"/> Tactic (01%) _____ %	<input type="checkbox"/> Pilot Spaceship (00%) _____ %																										
<input type="checkbox"/> Forgery (05%) _____ %		<input type="checkbox"/> Xeno-Archeology (01%) _____ %	<input type="checkbox"/> Scuba (00%) _____ %																										
<input type="checkbox"/> Hardware (_____) _____ %		<input type="checkbox"/> Xeno-Biology–Ecology (01%) _____ %	<input type="checkbox"/> Stealth (10%) _____ %																										
<input type="checkbox"/> Heavy Machine (01%) _____ %		<input type="checkbox"/> Xeno-Medicine (01%) _____ %	<input type="checkbox"/> Swim (25%) _____ %																										
<input type="checkbox"/> Sleight of Hand (05%) _____ %		<input type="checkbox"/> Xeno-Zoology (01%) _____ %	<input type="checkbox"/> Throw (25%) _____ %																										
SANity / STAbility / HUMAnity																													
INSANE 0 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21																								UNCONSCIOUS 0 01 02 03 04 05 06					
22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46																								07 08 09 10 11 12 13 14 15 16 17 18					
47 48 49 50 51 52 53 54 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72																								19 20 21 22 23 24 25 26 27 28 29 30					
73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 89 90 91 92 93 94 95 96 97 98																								FOCUS _____					

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Melee Weapons							
Weapon type	Attack/Parry	damage	range	# attacks	length	hand	HP
<input type="checkbox"/> Fist (50%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Grapple (25%)	____ / ____ %	special	touch	1	close	2h	n/a
<input type="checkbox"/> Kick (25%)	____ / ____ %	1D6+db	touch	1	close	0	n/a
<input type="checkbox"/> Head (10%)	____ / ____ %	1D4+db	touch	1	close	0	n/a
<input type="checkbox"/> Brawl (25%)	____ / ____ %	1D3+db	touch	1	close	1h	n/a
<input type="checkbox"/> Garrote (15%)	____ / ____ %	1D6+db / round	touch	1	close	2h	n/a
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						
<input type="checkbox"/>	____ / ____ %						

Firearms							Armor	
Weapon type	weapon	ROF	damage	range	Ammo	Fail	Armor type	
<input type="checkbox"/> Handgun (20%)		_____ %					AP	_____
<input type="checkbox"/> Shotgun (30%)		_____ %					ENC	_____
<input type="checkbox"/> Rifle (10%)		_____ %					Rad. Shield	_____
<input type="checkbox"/> Machine Gun (15%)		_____ %						
<input type="checkbox"/> Heavy Wpns (10%)		_____ %						
<input type="checkbox"/> Energy Wpns (10%)		_____ %						

Nanoware		Bioware		
Nanoware type	augmentation	Bioware type	augmentation	SAN

[illegible]

Luck								OUT OF LUCK		0	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23			
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	89	90	91	92	93	94	95	96	97	98	99